

Weekly report (2013.5.13~5.19)

Done

- 1) In the last report, I mentioned that compressed data shows worse performance than those not compressed when there is cache inside memory.

But the compression is so simple that decompress should not cost so much time, so I looked into the code again and changed decompress implement from using *bitset* to using bit shift operation only.

After the change, new implementation makes compressed data performs better than not compressed data under all situations, as shown below.

Figure 1 experiment data

	without compression (229M)		compressed (99M)	
	opaque	transparent	opaque	transparent
without cache	4.88s	4.83s	1.95s	1.91s
cache	0.22s	1.91s	0.15s	0.89s

- 2) Write the article draft for the implementation part.

To Do

- 1) Implement anti-alias.
- 2) Modify the article.